INSTRUCTION MANUAL

NES-HT-USA

Danny Sullivan's

INDY HEAT

TRADEWEST

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Precautions

1) Be sure to turn off the power before inserting or removing Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV– Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Tradewest, Inc. nor Nintendo of America Inc. will be liable for damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES– A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television picture or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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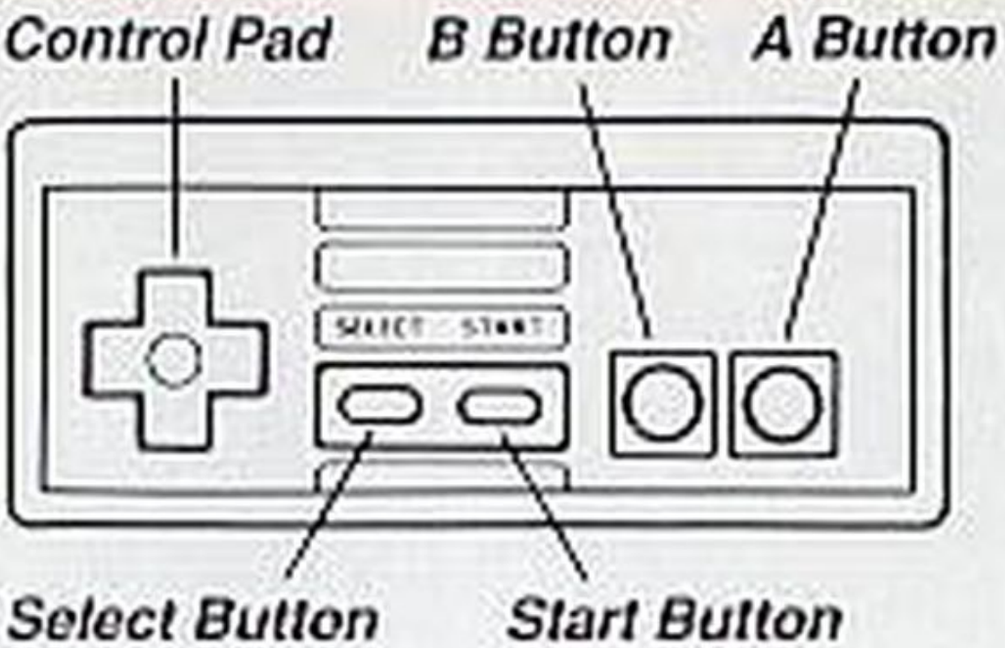
FEEL THE HEAT!

You've played it in the arcades... Now play it at home! Settle into the cockpit of one of the world's most powerful racing machines. Listen to the engine roar as you accelerate to breakneck speeds in a matter of seconds. An engine fire or fuel loss may slow you down, but you can count on the split-second performance of your expert pit crew to get you back on the track for your winning lap. It won't be easy... After all, you're racing against Danny Sullivan! But use your winnings to hone your car's performance to a razor's edge, and the championship may be within your grasp. You'll work your way up through eight grueling tracks to the ultimate challenge: the Tradewest Speed Bowl. If you're ready to race with the big boys, Indycar competition doesn't get any hotter than this!

YOUR CONTROLS



Control Pad: Press left to turn your car left. Press right to turn right. Press right or left to scroll through the alphabet during name input screen; to scroll through drivers during driver select; and to scroll through upgrades in the upgrade screen. (**Note:** Pressing up or down has no function in this game.)

A Button: Press to accelerate your car.

B Button: Press to use a Turbo (if available).

A Button or B Button: Press to choose a letter during name input; to choose a driver during driver select; to choose an upgrade during upgrade select; and to exit the upgrade screen when Start Next Race option appears.

Start Button: Press to go to the name input screen; press to pause; press to start the game; press to skip through areas.

Select Button: No function.

GAME BASICS

One, two, three, or four players can race against each other in *Danny Sullivan's Indy Heat.* There are always five cars competing in each race; the fifth car (the yellow one) is raced by Danny Sullivan. If fewer than four players are racing, computer-controlled cars will enter the race to maintain a total of five.

There are nine tracks in *Danny Sullivan's Indy Heat,* with varying numbers of laps to complete:

Western Canada (5 laps)

New Jersey (5 laps)

Southern California (5 laps)

Michigan (5 laps)

Illinois (8 laps)

Ohio (5 laps)

Eastern Canada (5 laps)

Colorado (5 laps)

Tradewest Speed Bowl (12 laps)

When the winner crosses the finish line, the race is stopped, and your final position is calculated from your current position.

Lives and Continues

You start off the game with 3 lives. If you finish the race in less than first position, a life will be deducted. If you lose all of your lives then you get a chance to continue, which resets your lives back to 3. There are a total of 3 continues.

DURING THE RACE

Status Panel

On the racing track screen, a status panel displays important information. The color-coded number represents the lap you are on; its position shows your current placing. Underneath this is the total number of laps to be completed in this race. Under this is a timer, showing how long the race has been going on.

Pit Stops

If your car runs out of fuel (it will slow down to a crawl), or is on fire from damage (smoke will be pouring out of it), you should steer your car into the color-coded pit, so that your pit crew can repair it.

You will also have to make a pit stop if you run out of Turbo's, as your car can only hold 25 at a time (regardless of how many you have bought).

YOUR WINNINGS

When you complete a race, you will receive a cash prize and driver's championship points, depending on your placing:

1st Place – $100,000 and 20 points.

2nd Place – $90,000 and 16 points.

3rd Place – $85,000 and 14 points.

4th Place – $80,000 and 12 points.

5th Place – $75,000 and 10 points.

UPGRADING YOUR CAR

You can use your cash winnings to buy improvements for your car, to increase your chances of winning the next race. The following improvements are available:

Turbo's

These give your car a boost in acceleration for a short time. Use several in a row for maximum effect. **Cost:** $30,000 for 10 Turbo's.

Brakes

These slow your car down when you release the accelerator. The better your brakes, the quicker you'll stop. **Cost:** $30,000 for 1 unit.

Tires

Better-quality tires will reduce skidding and increase your car's turning speed. **Cost:** $40,000 for 1 unit.

Crew

The better your pit crew, the faster they'll repair, refuel and replace Turbo's for your car, enabling you to get back on the track sooner. **Cost:** $40,000 for 1 unit.

M.P.G.

This improves your car's fuel consumption, allowing you to make pit stops for fuel less frequently. **Cost:** $50,000 for 1 unit.

Engine

This improves the acceleration of your car. **Cost:** $50,000 for 1 unit.

Danny's Choice

If you'd like to let an expert do the choosing, Danny Sullivan will use your available finances to buy what he considers to be the best improvements, evening out the parts on your car. **Cost:** All the money you currently have.

TRADEWEST SPEED BOWL

The ninth and final track is the Tradewest Speed Bowl. This race is worth double prize money and double championship points (for example, the winner receives $200,000 and 40 points).

After the Tradewest Speed Bowl has been raced, the final driver's championship table will be shown, and a cash bonus will be awarded to all racers, depending on their championship placing. Then, it's on to the next racing season!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington DC 20402, Stock No. 004-000-00345-4.

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